



A guide to www.domoanimate.com

What is Domo Animate?

Domo Animate is a free animation tool created deliberately for educators by the team behind Go Animate! (another animation tool). Domo Animate allows users to build up a story over up to 11 scenes, including using music, sound effects and visual effects. Characters and scenes are deliberately pupil-friendly and there is no access to inappropriate content.

What can I use Domo Animate for?

Create an animation to:

- Describe things in a bedroom
- Present a weather forecast
- Develop a fairytale in space or woodland

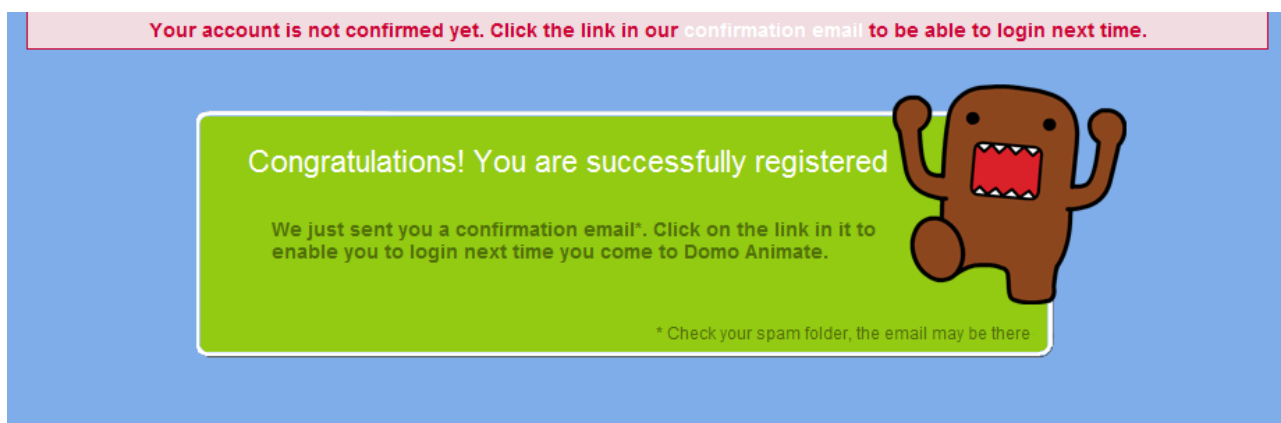
How to sign up to Domo Animate

- 1) Go to www.domoanimate.com
- 2) Click on "Sign Up".



- 3) Complete the registration form and agree to the terms of use.

- 4) The following message will be displayed. In order to then create an animation you will need to confirm your registration from your e-mail account.



5) Click on the link provided in the registration e-mail.

Thank you for registering to Domo Animate, the platform to create Domo animations - Powered by GoAnimate.

To complete the registration process, confirm your email address (Mrfulleredgehill@yahoo.co.uk) by clicking the link below:

http://domo.goanimate.com/confirm_account/MTI3NDk2NzcwND06NzQ1NjEw

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If you did not register to Domo Animate, then someone probably mis-typed their email address. You can ignore this message, and we apologize for the inconvenience.

If you have any problems verifying your email address, please email domosupport@goanimate.com.

DOMO!DOMO!

The Domo Nation Team

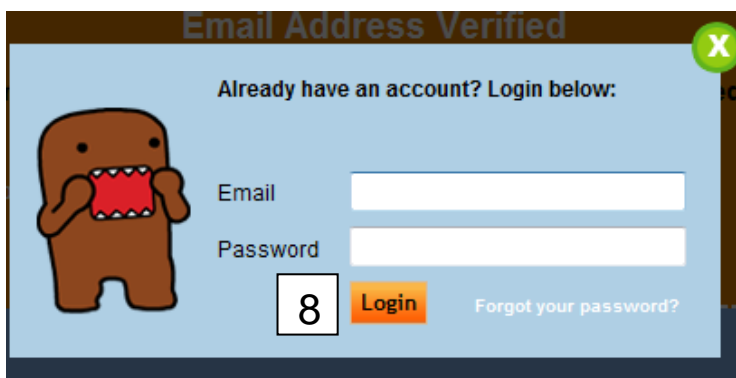
You are now fully registered.

6) To proceed you will need to log in.



7) Use the e-mail address and password that you have just registered with in order to log in.

8) Click "Login".

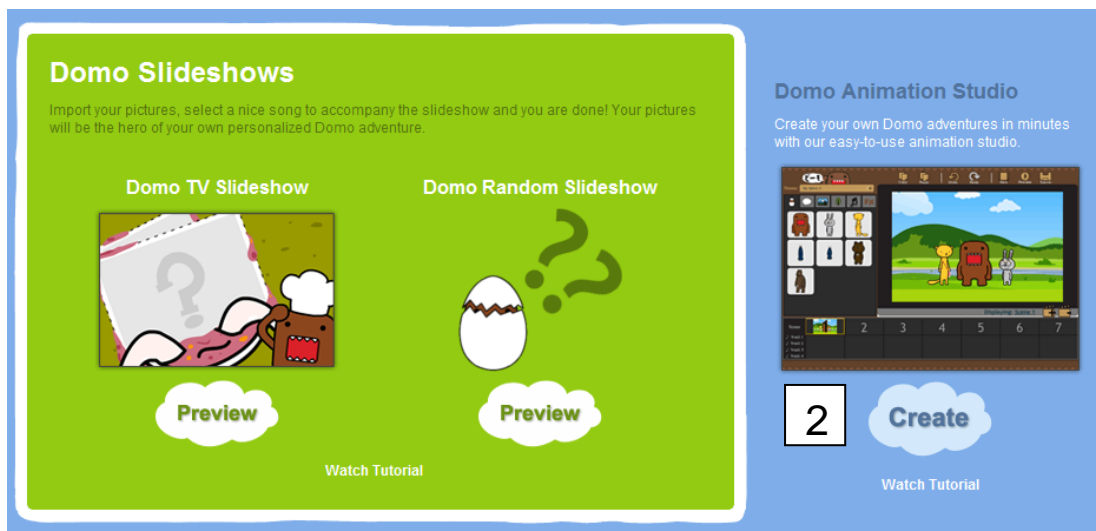


How to create an animation

1) Click “Create”.



2) Click “Create” to create a Domo Animation.



The Domo Animate screen explained



allows you to choose your character



allows you to add speech to your characters



allows you to choose and change your scenery



allows you to give your characters additional props



allows you to add a musical background



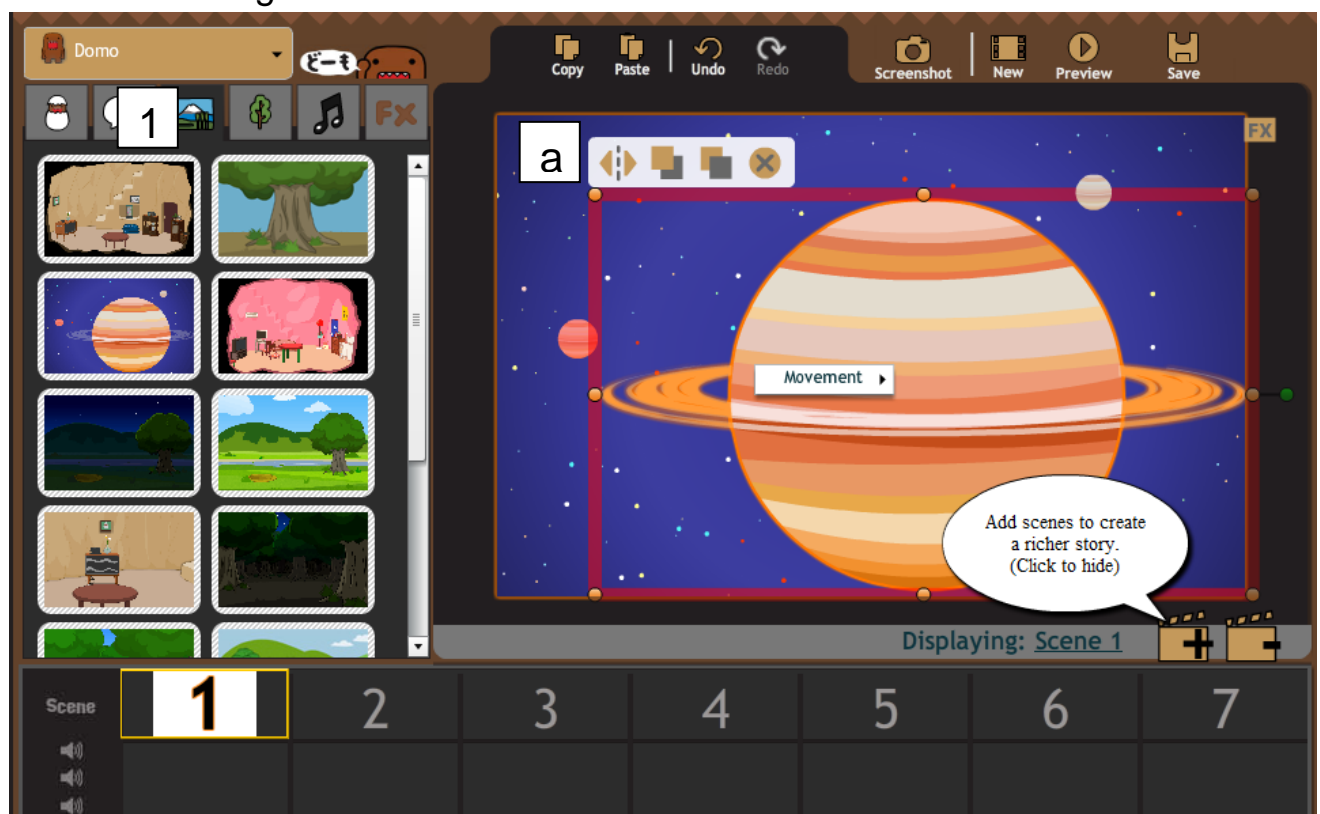
allows you to add effects which will be used on the final animation

Decide what scenery you want

1) Choose a scene by clicking on it from the scenery folder.

You can edit this scene by clicking on the elements of the scene in the right-hand pane.

You can also resize and rotate the scene image by moving the red rectangle around the image.



In the editing box (a) you will be able to:



Flip

- reverses the image (in this case the planet)



Bring Forward

- puts the highlighted image in front of any others which it might overlap with



Send Backward

- puts the highlighted image behind any others which it might overlap with



Delete

- deletes the selected image

Add characters

1) Drag and drop the character onto the scene from the characters folder.
Your character can be edited using the same tools as are available for scenes (a).

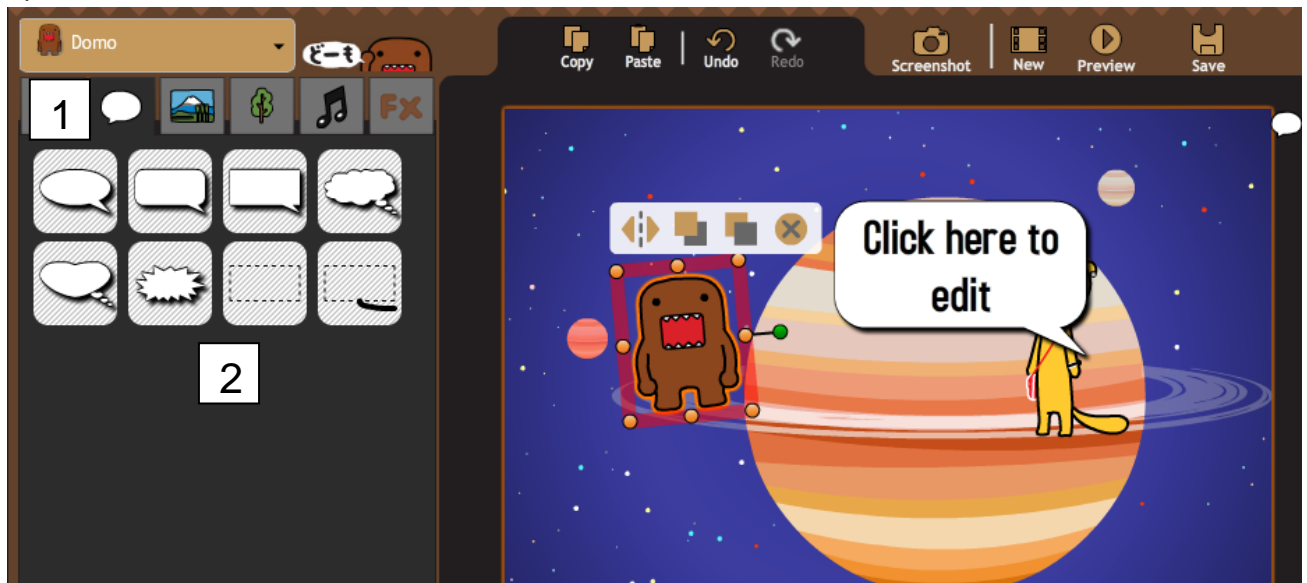
NOTE: these can be moved / adapted / changed at any time during the animating process.

You can also change the set of characters you want to use from the Domo drop-down menu (b).



Add speech to your characters

- 1) Choose the speech bubble icon.
- 2) Decide which type of bubble you would like to use
- 3) Drag it onto your scene- you do not need to be hugely accurate here.
- 4) Add text to the bubble.



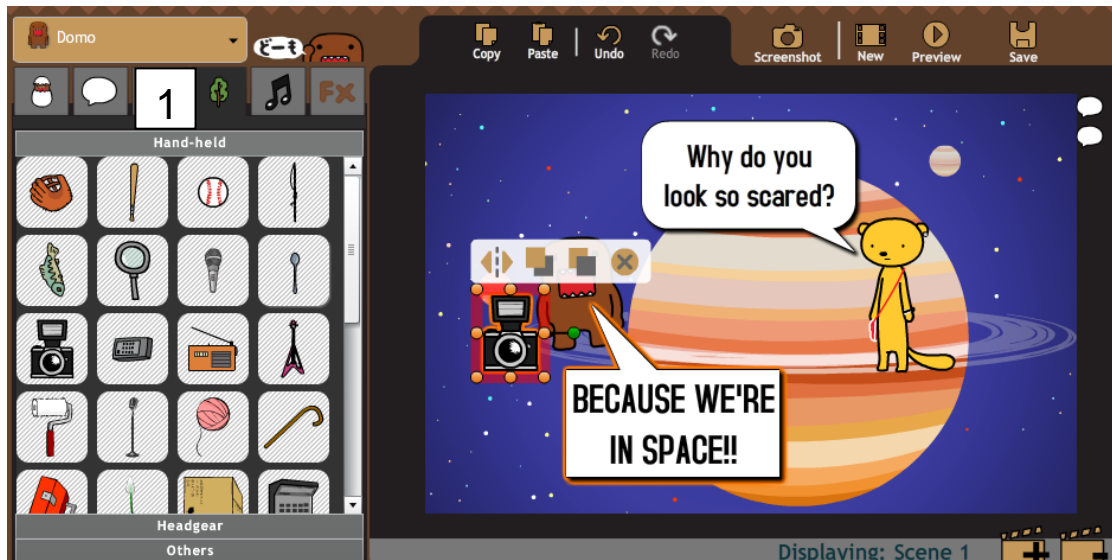
The text will automatically adjust its size in order to fit in the box. However, for effect you could enlarge the box and yet still use a small font size. The box below allows you to change the font (a), font size (b), background colour (c) for the box and alignment (d).

At this point you can easily resize the text box and position it accurately using the red rectangle.



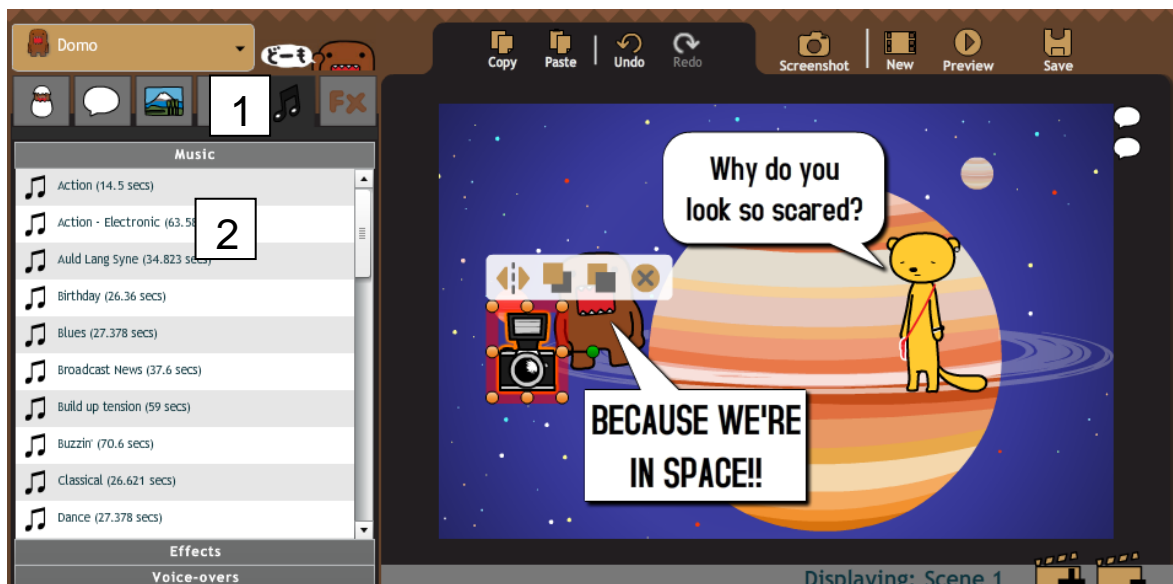
Add props to your animation

- 1) Select the leaf icon. This will provide you with access to 3 types of prop- handheld, headgear and others.
- 2) Drag the appropriate icon onto the scene. You can then reposition and resize this by selecting it and using the red rectangle, as with the scenery and characters.



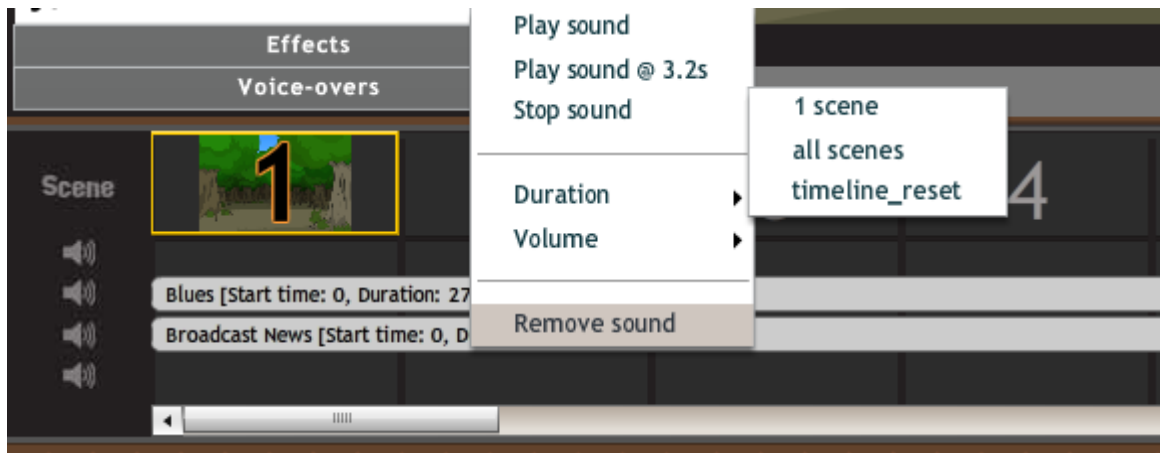
Add music to your animation

- 1) Click on the notes icon.
- 2) Select a musical file. When you click on the file it will automatically play once through. To use it drag it across to the animation pane.
- 3) From the second grey menu you can add any specific sound-effects.
- 4) The voiceovers grey menu also contains a limited number of pre-recorded statements which you can include. However it is not possible to add your own voiceovers to this list.



This bottom pane allows you to see what sound files you have in place.

When you click on any of the sound files in this bottom pane the following menu will be generated. This will allow you to adjust how long you want to play the sound for (duration), increase or decrease the volume (volume) or delete the file completely (remove sound).




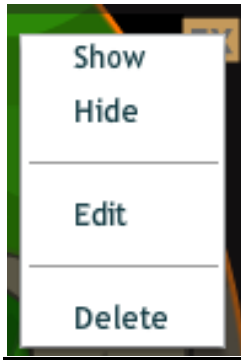
Add effects to your animation

- 1) Click on the “FX” icon.
- 2) Click on an effect. This will automatically play it and automatically add it to your animation. To delete the animation click on it on the right hand listing (a) and then press delete on your keyboard.

NOTE: the effects cannot be moved around in terms of order, so it is worth only having one per scene.



- 3) To edit the effect click on the  symbol in the right hand column. The edit section of this menu will allow you to alter how fast the effect will operate.



- 4) Slide the white triangle inwards to adjust how long the effect will play for.
5) Press "Update".



How to add a scene



- 1) Click on the

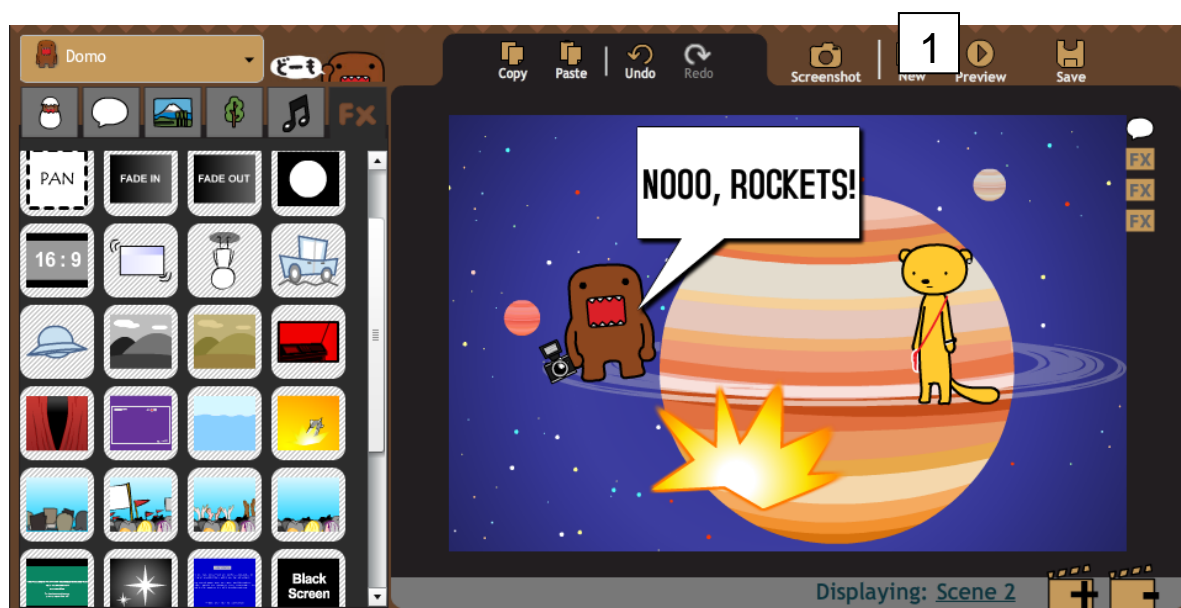


You will be presented with a blank version of your previous scene. Repeat the steps that you used for the previous scene in order to build up a continuation of your story. You can use a maximum of 11 scenes. The storyboard at the bottom will indicate to you what number slide you are editing.

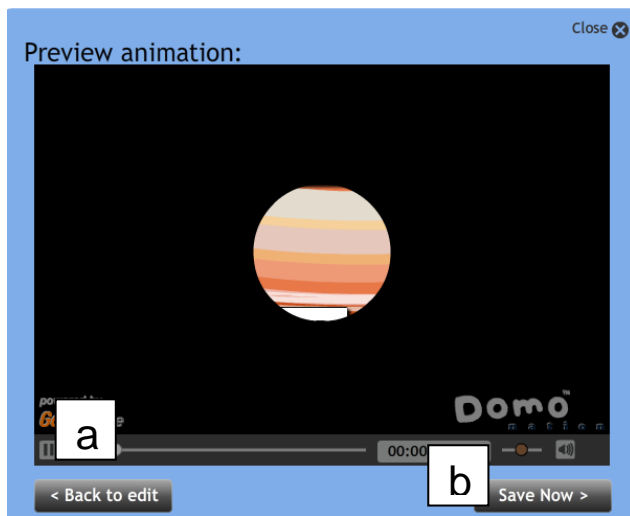


How to view your project in full and save

1) Click "Preview".



- 2) View your preview. You then have the option of going “Back to edit” (a) and continue editing your project without saving. Or you can click “Save Now” (b) which will give you the option of “Save only” (c) which will allow you to return to your project or “Save and Share” (d) which will finish your project and process it into an animation.



- 3) To save the animation you need to create a name and a tag. The tag should be something searchable and it is a good idea for all pupils to use the same tag, such as “Nodehill”.
- 4) Decide whether you want to save it as a draft (which you can go back to) or a published version. If you save as a draft you will be given the option of “Save & Close” rather than “Save & Share”.
- 5) Decide whether you want your animation to be Public or Private. If you are planning on embedding the animation into a blog, wiki or VLE you will need to leave it Public. If you make the animation private then only people with the unique URL can view it.

A screenshot of the 'Save your animation' window in Domo. The window has a blue header with the text 'Save your animation' and a 'Close' button. Below the header is a form with several fields: 'Title' (Required) with the text 'MFL trial', 'Tags' (Required) with the text 'makingitup', and a 'Description' field. There is also a 'Choose your movie language' dropdown menu set to 'English'. To the right of the form is a section titled 'Choose your thumbnail' showing a preview of an animation with two characters and speech bubbles. Below the thumbnail are radio buttons for 'Save as' (Draft or Published) and 'Sharing Options' (Public or Private). At the bottom of the window are two buttons: 'Save Only' on the left and 'Save & Share >' on the right. A white box with the letter 'c' is placed over the 'Save Only' button, and a white box with the letter 'd' is placed over the 'Save & Share' button.

How to embed your animation into a blog, wiki or VLE

- 1) Click on the  icon.



- 2) “Copy” the embed code. You will need to paste this into the html section of your blog’s compose post screen or into the appropriate part of your wiki or VLE.

